•	Buttolo et al	
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L1 653 L3 270 L4 70	triangl\$8 same mesh\$5 same vert\$6 1 and (align\$6 or re-align\$6 or realign\$6) 3 and duplicat\$5	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
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. IS 6580426 B1	Computer graphics apparatus for processing of data defining a three-dimensional	7,000,000
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1 Out-of-core simplification of large polygonal models

Peter Lindstrom

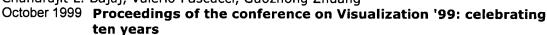
July 2000 Proceedings of the 27th annual conference on Computer graphics and interactive techniques

KB)

Full text available: pdf(584.02 Additional Information: full citation, abstract, references, citings, index terms

We present an algorithm for out-of-core simplification of large polygonal datasets that are too complex to fit in main memory. The algorithm extends the vertex clustering scheme of Rossignac and Borrel [13] by using error quadric information for the placement of each cluster's representative vertex, which better preserves fine details and results in a low mean geometric error. The use of quadrics instead of the vertex grading approach in [13] has the additional benefits of ...

2 Progressive compressive and transmission of arbitrary triangular meshes Chandrajit L. Bajaj, Valerio Pascucci, Guozhong Zhuang



Full text available: pdf(1.63 MB)

Additional Information: full citation, abstract, references, citings, index terms

The recent growth in the size and availability of large triangular surface models has generated interest in compact multi-resolution progressive representation and data transmission. An ongoing challenge is to design an efficient data structure that encompasses both compactness of geometric representations and visual quality of progressive representations. In this paper we introduce a topological layering based data-structure and an encoding scheme to build a compact progressive r ...

3 Re-tiling polygonal surfaces

Grea Turk

July 1992 ACM SIGGRAPH Computer Graphics, Proceedings of the 19th annual conference on Computer graphics and interactive

techniques, Volume 26 Issue 2

Full text available: pdf(7.95 MB) Additional Information: full citation, references, citings, index terms

Keywords: automatic mesh generation, constrained triangulation, levels-of-detail, model simplification, shape interpolation

4 Optimized geometry compression for real-time rendering

Mike M. Chow

October 1997 Proceedings of the 8th conference on Visualization '97

Full text available: pdf(1.24 MB)

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Additional Information: full citation, references, citings, index terms

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5 Meshes: Adjacency and incidence framework: a data structure for efficient and fast management of multiresolution meshes



Frutuoso G. M. Silva, Abel J. P. Gomes

February 2003 Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia

Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, index terms

This paper introduces a concise and responsiveness data structure, called AIF (Adjacency and Incidence Framework), for multiresolution meshes, as well as a new simplification algorithm based on the planarity of neighboring faces. It is an optimal data structure for polygonal meshes, manifold and non-manifold, which means that a minimal number of direct and indirect accesses are required to retrieve adjacency and incidence information from it. These querying tools are necessary for dynamic multir ...

Keywords: boundary representation, mesh simplification, multiresolution algorithms, polygonal meshes

6 Guaranteed-quality mesh generation for curved surfaces

L. Paul Chew

July 1993 Proceedings of the ninth annual symposium on Computational geometry

Full text available: pdf(752.88 Additional Information: full citation, abstract, references, citings, index terms

For several commonly-used solution techniques for partial differential equations, the first step is to divide the problem region into simply-shaped elements, creating a mesh. We present a technique for creating high-quality triangular meshes for regions on curved surfaces. This technique is an extension of previous methods we developed for regions in the plane. For both flat and curved surfaces, the resulting meshes are guaranteed to exhibit the following properties: (1) internal and extern

7 Simplifying polygonal models using successive mappings

Jonathan Cohen, Dinesh Manocha, Marc Olano

October 1997 Proceedings of the 8th conference on Visualization '97

Full text available: pdf(1.25 MB)
Additional Information: full citation, references, citings, index terms

Publisher

2 of 6

Site 5

Keywords: levels-of-detail, linear programming, model simplification, projection, surface approximation

8 Simplifying surfaces with color and texture using quadric error metrics Michael Garland, Paul S. Heckbert



Full text available: pdf(1.32 MB)

Publisher Site

Additional Information: full citation, references, citings, index terms

Keywords: discontinuity preservation, edge contraction, level of detail, multiresolution modeling, quadric error metric, surface properties, surface simplification

9 Geometric modeling and meshes: Feature preservation in view-dependent multiresolution meshes



Markus Grabner

April 2002 Proceedings of the 18th spring conference on Computer graphics

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, index terms

Normal vector discontinuities on surfaces provide important visual cues for understanding the image of a geometrical object since they often indicate feature boundaries. We present an algorithm that preserves the appearance of features in view-dependent multiresolution meshes. The algorithm is shown to be efficient in terms of time and memory consumption. Our method is compatible with geomorphing to eliminate popping artefacts in interactive applications, and it can also be applied to texture co ...

Keywords: CAD, features, multiresolution, view-dependent simplification

10 A web architecture for progressive delivery of 3D content

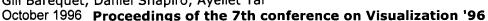
Efi Fogel, Daniel Cohen-Or, Revital Ironi, Tali Zvi

February 2001 Proceedings of the sixth international conference on 3D Web technology

Full text available: 🔂 pdf(1.58 MB) Additional Information: full citation, references, citings, index terms

Keywords: geometry compression, multi-resolution, progressive meshes, streaming

11 <u>History consideration in reconstructing polyhedral surfaces from parallel slices</u>
Gill Barequet, Daniel Shapiro, Ayellet Tal







Full text available: pdf(4.64 MB)



Additional Information: full citation, references, citings, index terms

Keywords: interpolation, reconstruction, triangulation

12 A method for progressive and selective transmission of multi-resolution models



Danny S. P. To, Rynson W. H. Lau, Mark Green

December 1999 Proceedings of the ACM symposium on Virtual reality software and technology

Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citings, index terms

Although there are many adaptive (or view-dependent) multi-resolution methods developed, support for progressive transmission and reconstruction has not been addressed. A major reason for this is that most of these methods require large portion of the hierarchical data structure to be available at the client before rendering starts, due to the neighboring dependency constraints. In this paper, we present an efficient multi-resolution method that allows progressive and selective tran ...

13 Curves and Surfaces: Hierarchical extraction of iso-surfaces with semi-regular meshes



Kai Hormann, Ulf Labsik, Martin Meister, Gunther Greiner

June 2002 Proceedings of the seventh ACM symposium on Solid modeling and applications

Full text available: pdf(844.44

KB)

Additional Information: full citation, abstract, references, index terms

In this paper we present a novel approach to iso-surface extraction which is based on a multiresolution volume data representation and hierarchically approximates the iso-surface with a semi-regular mesh. After having generated a hierarchy of volumes, we extract the iso-surface from the coarsest resolution with a standard Marching Cubes algorithm, apply a simple mesh decimation strategy to improve the shape of the triangles, and use the result as a base mesh. Then we iteratively fit the mesh to ...

Keywords: geometric and topologic representations, multi resolution models, reverse engineering

14 Progressive TINs: algorithms and applications

Anil Maheshwari, Pat Morin, Jörg-Rüdiger Sack

November 1997 Proceedings of the fifth ACM international workshop on Advances in geographic information systems

Full text available: pdf(799.78



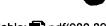
Additional Information: full citation, references, citings, index terms

15 <u>Automatic generation of triangular irregular</u> networks using greedy cuts

C. T. Silva, J. S. B. Mitchell, A. E. Kaufman

October 1995 Proceedings of the 6th conference on Visualization '95





Full text available: pdf(980.89

KB) Publisher Additional Information: full citation, abstract

Site

Proposes a new approach to the automatic generation of triangular irregular networks (TINs) from dense terrain models. We have developed and implemented an algorithm based on the greedy principle used to compute minimum-link paths in polygons. Our algorithm works by taking greedy cuts ("bites") out of a simple closed polygon that bounds the yet-to-be triangulated region. The algorithm starts with a large polygon, bounding the whole extent of the terrain to be triangulated, and works its way inwa ...

Keywords: automatic generation, closed polygon, data visualisation, dense terrain models, ear cutting, edge splitting, graph theory, greedy biting, greedy cuts, input height array, memory requirements, mesh generation, minimum-link paths, running time, structural terrain fidelity, triangular irregular networks, triangulation

16 Multiresolution rendering with displacement mapping

Stefan Gumhold, Tobias Hüttner

July 1999 Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware

Full text available: pdf(1.53 MB) Additional Information: full citation, references, citings, index terms

Keywords: displacement mapping, hardware, multiresolution

17 Progressive forest split compression

Gabriel Taubin, André Guéziec, William Horn, Francis Lazarus

July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(2.53 MB) Additional Information: full citation, references, citings, index terms

Keywords: algorithms, geometric compression, graphics

18 Out-of-core compression for gigantic polygon meshes

Martin Isenburg, Stefan Gumhold

July 2003 ACM Transactions on Graphics (TOG), Volume 22 Issue 3

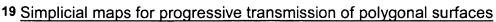
Full text available: pdf(3.43 MB) Additional Information: full citation, abstract, references, index terms

Polygonal models acquired with emerging 3D scanning technology or from large scale CAD applications easily reach sizes of several gigabytes and do not fit in the address space of common 32-bit desktop PCs. In this paper we propose an out-of-core mesh compression technique that converts such gigantic meshes into a streamable, highly compressed representation. During decompression only a small portion of the mesh needs to be kept in memory at any time. As full connectivity information is available ...

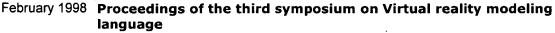
Keywords: external memory data structures, mesh compression, out-of-core algorithms, processing sequences, streaming meshes







André Guéziec, Gabriel Taubin, Francis Lazarus, William Horn



Full text available: pdf(2.82 MB) Additional Information: full citation, references, citings, index terms

20 <u>Session 2: WebCAME: a light-weight modular client/server multiresolution</u> rendering system

Markus Grabner

March 2003 Proceeding of the eighth international conference on 3D web technology

Full text available: pdf(3.37 MB) Additional Information: full citation, abstract, references

We introduce WebCAME, a client/server multiresolution rendering system for progressive transmission and visualization of compressed non-manifold triangle meshes with texture and color. The tool is implemented as a web browser plugin built upon standard components such as Qt, OpenGL, and ODBC. By utilizing and extending recently developed multiresolution techniques, it can provide view-dependent access to huge 3D data sets. With a size of less than 250kB it is small enough to be downloaded and in ...

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Search - By Author - Basic - Advanced					1 Mass-frequency influence surface and frequency spectrum of an AT-cut quartz plate Yong, YK.; Stewart, J.T.; Ultrasonics Symposium, 1989. Proceedings., IEEE 1989, 3-6 Oct. 1989 Page(s): 429 -434 vol.1					
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Parallel and Distributed Processing Symposium., Proceedings 15th International, 23-27 April 2001

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5 Curvature-dependent triangulation of implicit surfaces

Karkanis, T.; Stewart, A.J.;

Computer Graphics and Applications, IEEE, Volume: 21 Issue: 2, March-April

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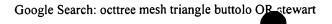
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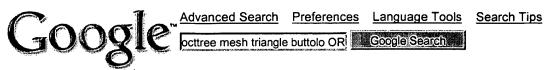
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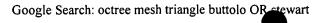
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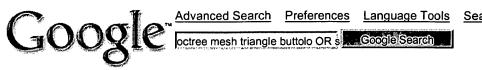
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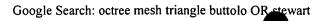
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